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B
BEAUTY & THE BEAST

HUDSON GROUP
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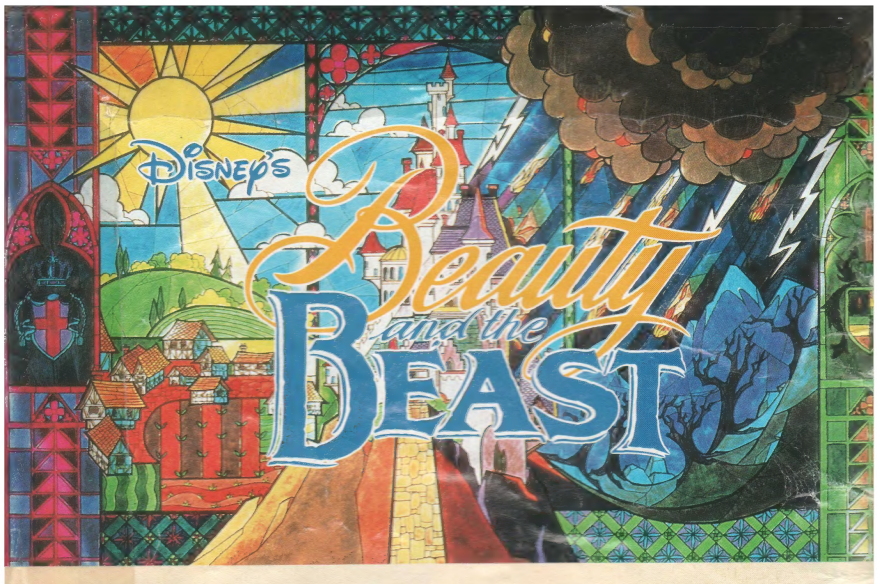
INSTRUCTION BOOKLET

VIDEOACCESS
T00290

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION



THANK YOU !

You have just made a perfect choice by selecting and purchasing this quality Hudson Soft product. Thank you for choosing Disney's Beauty and the Beast. In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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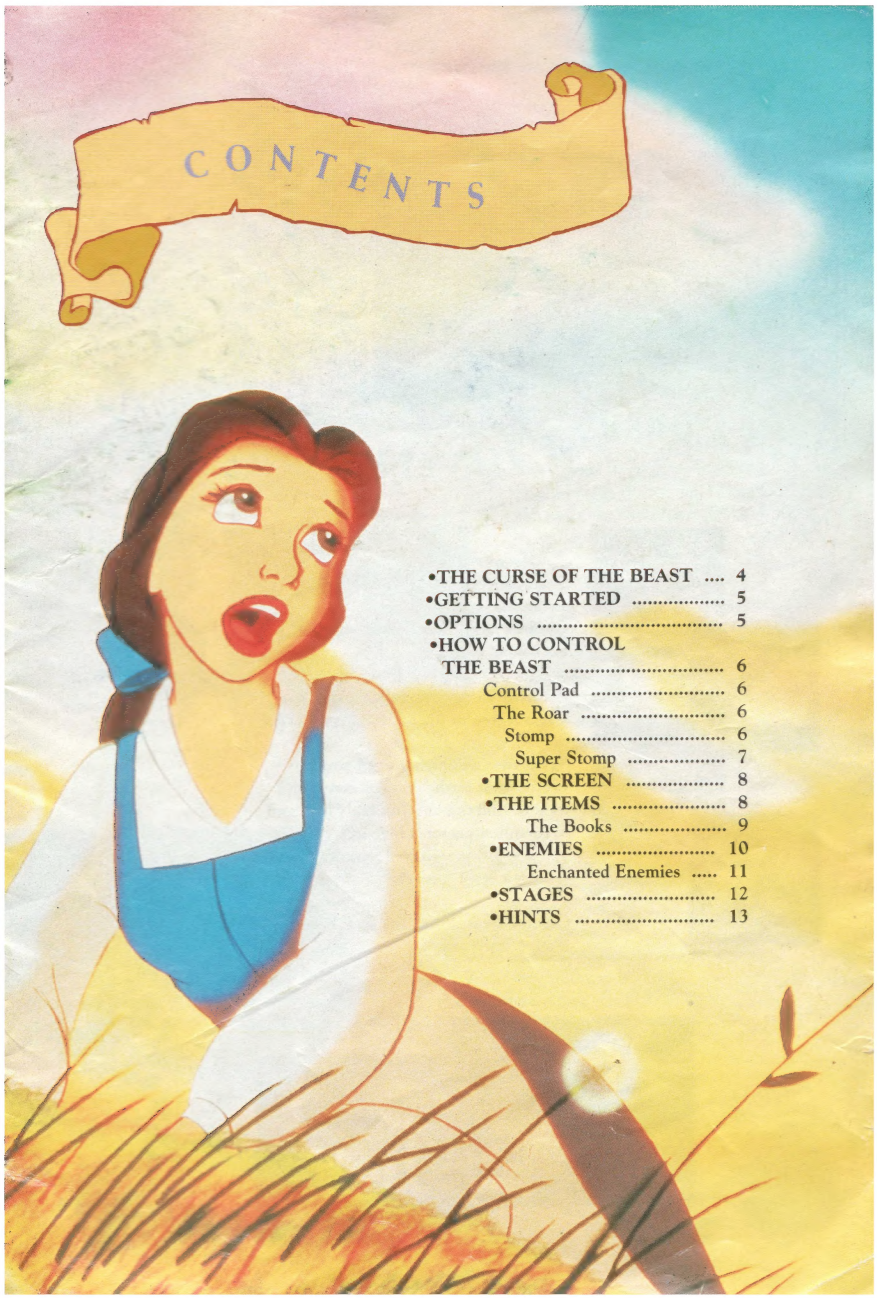

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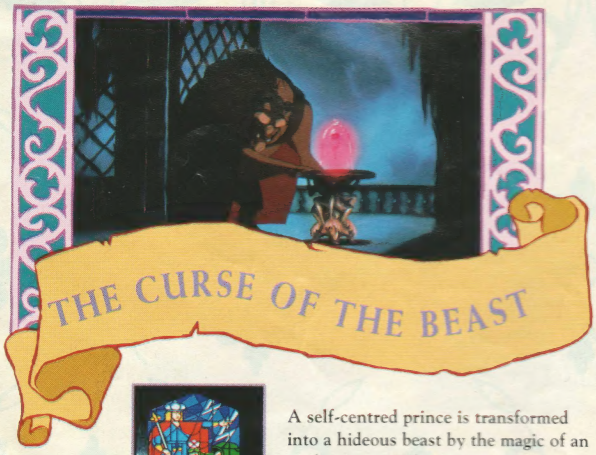
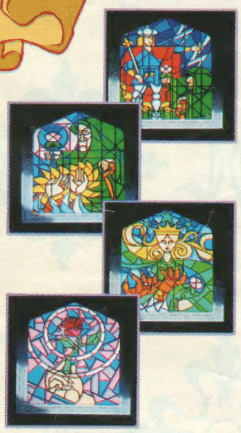


THE CURSE OF THE BEAST

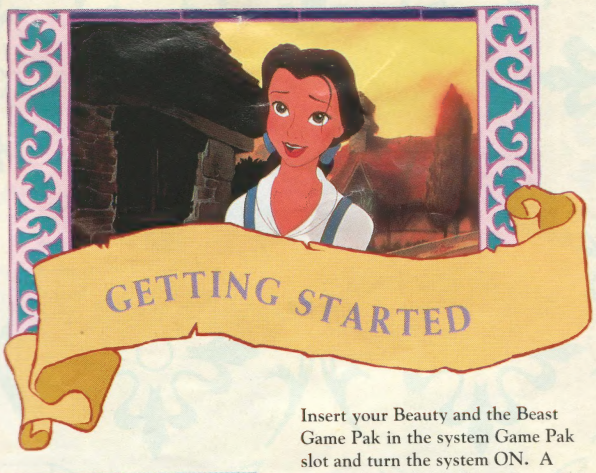


A self-centred prince is transformed into a hideous beast by the magic of an enchantress. What's more, all his servants have been turned into household objects.

Before departing, the enchantress leaves a rose in the hands of the Prince.

"This rose will bloom until your twenty-first birthday. You have until then to find the one you truly love and to earn that person's love in return. If you don't, you will be doomed to remain a beast forever."

Can the Beast break the spell before it's too late?



GETTING STARTED

Insert your Beauty and the Beast Game Pak in the system Game Pak slot and turn the system ON. A short demo screen will appear. To skip the demo, press the START button. When the title screen appears, press the START button again. At this point, you can either select GAME START or OPTIONS by pressing either the SELECT button or up/down on the control pad. To activate your selection, press START.

PTIONS

OPTIONS allows the player to change some aspects of the game. To view the OPTIONS screen, select OPTIONS and press START. To choose the OPTION you'd like to change, press either the SELECT button or up/down on the control pad. To change the OPTION, press left or right on the control pad. To start the game, move the cursor to START GAME and press the START button.

HOW TO CONTROL THE BEAST

CONTROL PAD

Left:
Move left.

Down:
Duck. Look down. Climb down.
Releases Beast from hanging position.

THE ROAR

Pressing down on the A-button for a short period of time (2-3 seconds) and releasing the button allows the Beast to roar. The roar will "freeze" certain enemies in mid-position, making them easier to slap. Also, certain platforms -- and a particular type of bat -- need to be activated by means of a roar.

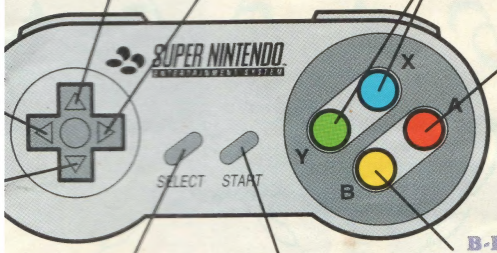
STOMP

Jumping and then pressing the down pad as the Beast is in the air will cause the Beast to "stomp" on the ground. The Beast will damage an enemy if he lands on top of it.

Up:
Look up. Climb up.
Pulls Beast up from hanging position.

X-BUTTON:
Y-BUTTON:
Slap. Pick up stone. Throw stone.
Catches snow balls during the Special Level.

Right:
Move right.



A-BUTTON:
Press down for a short period of time (2-3 seconds) and release to roar.

B-BUTTON:
Jump.
Also used for clearing inter-level animation sequences.

B-BUTTON + DOWN (CONTROL PAD):
Stomp and super stomp.

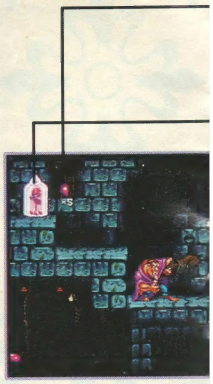
SELECT BUTTON:
Not used

START BUTTON:
During play, press once to pause, then press again to resume play.
Also used for clearing inter-level animation sequences.

SUPER STOMP

Jumping off a high platform and then pressing the down pad as the Beast is high in the air will cause the Beast to "super stomp" onto the ground below. In certain areas this will release hidden items nearby to where the Beast lands as well as damage the enemies he lands on.

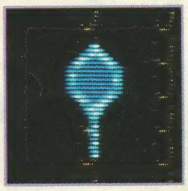
THE SCREEN



THE ITEMS

Rose Petal:
(200 Points)
Gives the player extra time to complete the level.

Heart:
(500 Points)
Gives the player one extra try.



Mirror:
(200 Points)
Allows the player to view what lays ahead of the Beast.

The Heart:

The Beast starts every game with three tries. In the upper left corner of the screen is a heart followed by an X and a number. The number indicates how many tries the Beast has left. The Heart itself is a damage meter.

The Bell Jar:

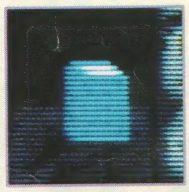
The Beast starts every level with a rose in full bloom. This is your timer. You must complete the level before the rose fully withers. When the rose fully withers, the Beast will lose one try.

THE BOOKS

In the beginning levels, most Books will be visible for the Beast to find. You will need to find a number of them with the "Super Stomp".

The Red Book:

Momentary invincibility.

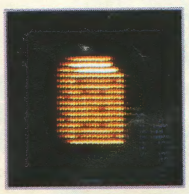


The Blue Book:

Allows the Beast's roar to "freeze" certain enemies for an even longer period of time.

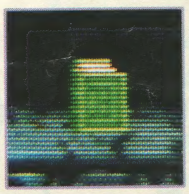
The Purple Book:

Full recovery of heart.



The Orange Book:

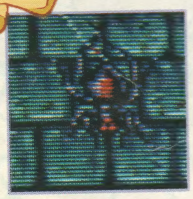
The power of the Beast's slap is doubled until he loses one try.



The Green Book:

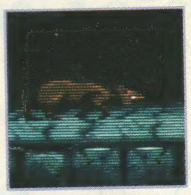
Mid-level marker. If the Beast loses a try after retrieving this book he will restart at the location of the book.

ENEMIES



Spider
500 Points

Bat
1,000 Points



Rat
500 Points
*Continuously and rapidly press the control pad left and right to escape.

Frog
500 Points

Wolf
5 Points

ENCHANTED ENEMIES

Chomping Helm
500 Points

Stone Gargoyle
1,000 Points

Candle
500 Points

Flying Book
1,000 Points

Portrait Swordsman
1,000 Points

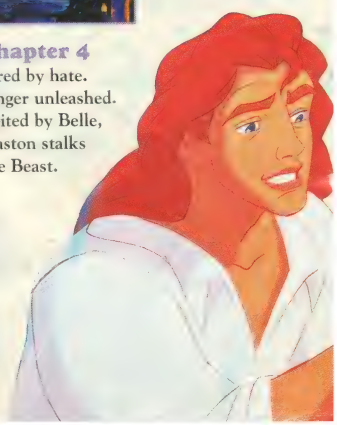
STAGES

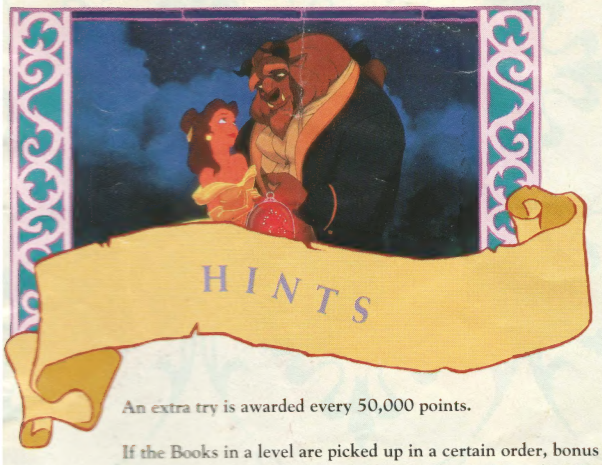
Chapter 2
In the dark of night prowl packs of wolves, as the Beast follows Belle into the woods.

Chapter 1
Fearing harm may befall the rose, the Beast seeks Belle in castle halls.

Chapter 4
Fired by hate. Anger unleashed. Spited by Belle, Gaston stalks the Beast.

Chapter 3
Closer and closer, two hearts drift. To win Belle's love, the Beast seeks a gift.





An extra try is awarded every 50,000 points.

If the Books in a level are picked up in a certain order, bonus points are awarded. The "bonus point" order is Red, Orange, Green, Blue, then Purple. The books are usually worth 100 points, but if you retrieve them in "bonus" order, the first book is worth 100 points, the second is worth 200 points, the third 400 points, the fourth 800 points, and the fifth book is worth 2,000 points. When you take one book out of order, the point value goes back to 100, then 200 etc., if you continue to collect the rest in order.

Usually a "Roar" will help if you're stuck and you don't know what to do next.

It's a good idea to "Super Stomp" around when you have the chance. There could be hidden items nearby.

It's always smart to look "up" or "down" before you leap.

Off-colour blocks and curtains are climbable.

Special Level

In the courtyard, if you catch all the snowballs thrown by Belle, you can win up to three free tries. But be careful... three misses and you'll not only lose a try, but will have to start the special level all over again.

LIMITED WARRANTY

Super Nintendo Entertainment System GAME PAKS

This product is guaranteed for a period required by the law of your country. This does not affect your statutory rights.

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